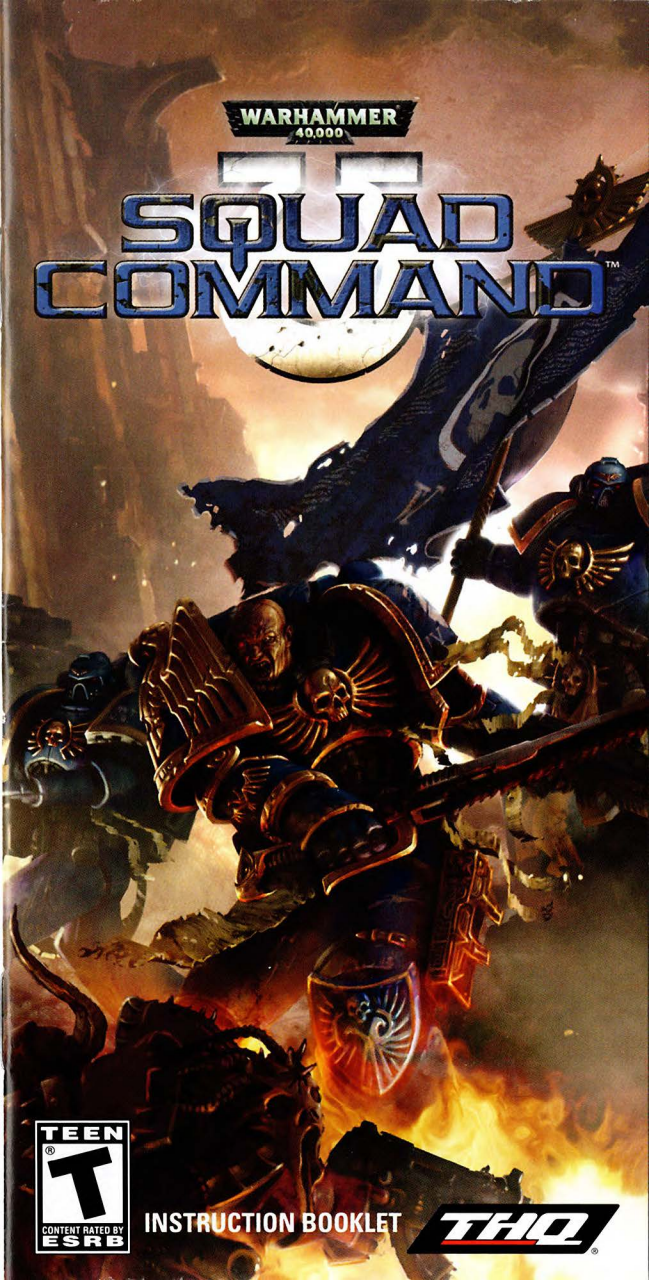

WARHAMMER
40,000
SQUAD
COMMAND
TEEN
T
CONTENT RATED BY
ESRB
INSTRUCTION BOOKLET
THQ

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

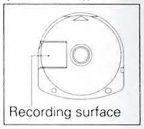
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

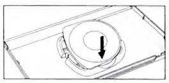
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

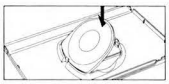
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

WARHAMMER 40,000

SQUAD COMMAND

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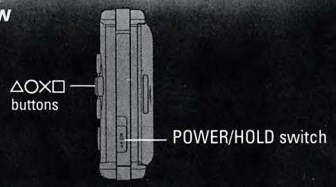
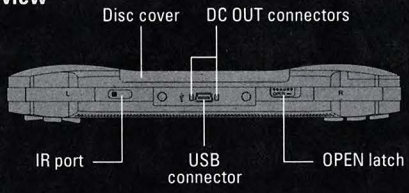
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The POWER indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Warhammer 40,000: Squad Command* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

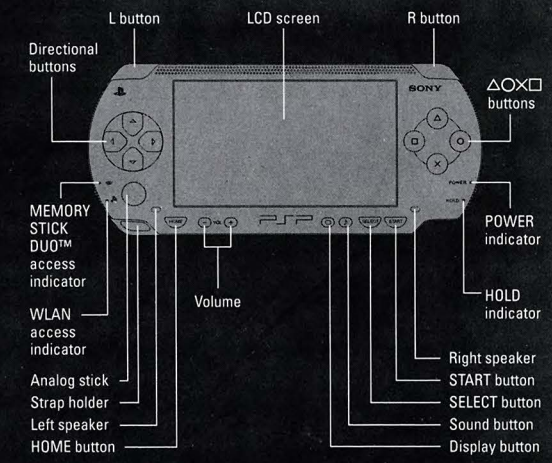
To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

Language Selection

To set the language you wish the game text to be displayed in, you must select a language using the PSP® system's "System Language" option. The option is found within the "System Settings" menu of the Home Menu, underneath "Settings". The game supports English and French.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Move Command Cursor
Directional buttons

Rotate camera view
Analog stick

Scroll between squad members
L button and R button

Crouch/Stand
△ button

Switch Weapons
□ button

Toggle Attack Mode On/Off
○ button

Perform Action (select unit / move / lock target / shoot)
⊗ button

Increase/Decrease Accuracy on Target
Up button and Down button

Open/Close Tactical Map
SELECT button

Open In-game Menu
START button

INTRODUCTION

Welcome to *WARHAMMER 40,000: Squad Command*, an action packed, turn based strategy game where the aim is to command a squad of 6 units to move, shoot or carry out advanced orders on the battlefield.

Each unit in your squad has a limited amount of Action Points (AP) and Hit Points (HP). HP determines how strong your units are. When a unit's HP reaches zero, the unit dies. AP is used up whenever you move a unit in the battlefield or fire one of its weapons. Careful management of AP and the weapons you assign to your squad are the keys to winning battles in *WARHAMMER 40,000: Squad Command*.

MAIN MENU

Use the directional buttons and the ⊗ button to select one of the following:

Single Player
Begin a new single player campaign or choose a mission to play from an existing saved game.

Multiplayer
Use the directional buttons and the ⊗ button to select one of the following:

Join the War: Enter a nickname and password, then Connect to Global Multiplayer! Note: To connect to Global Multiplayer, you must have access to a wireless broadband internet connection and have a valid GameSpy ID. If you don't already have a GameSpy account, you can set up a new account from here.

Host a Local Game
Start a new Ad hoc multiplayer game for other players to join.

Join a Local Game
Join an existing Ad hoc multiplayer game.

Settings
Use the directional buttons and the ⊗ button to select one of the following:

Tutorials: Enable or disable in-game tutorials.

Audio: Adjust music, voice, and SFX volume.

Help
Scroll through an assortment of helpful gameplay tips.

Credits
Observe the names of the people who helped create the game.

Game Sharing
Play a multiplayer game on a unique map against one other player.

SINGLE-PLAYER CAMPAIGN

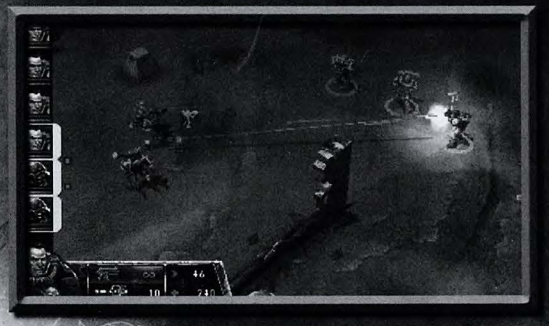
At the beginning of each single player mission you will be given a briefing with Mission Goals and the grounds for Mission Failure. Mission Goals range from killing all enemies, to killing a specific enemy, or even reaching a heavily-guarded enemy location. Usually Mission Failure occurs when all members of your squad have been killed.

After your mission briefing, you will have the option to customize your squad's weapons on the Wargear menu. You can decide how much Secondary Weapon ammo each squad member will begin with, or if you want them to have a Secondary Weapon at all, but keep in mind this directly effects how many Action Points (AP) they will begin each turn with (the more ammo, the smaller the amount of AP). In this menu, you can also observe each squad member's profile and how quickly they will expend Action Points.

Squad Members

Upon entering a mission, you are put in control of your six squad members. Each is always equipped with a default weapon with infinite ammo and, if selected at the Wargear menu, a secondary weapon with limited ammo. Movements are turn-based so be sure to have your squad in a comfortable position before ending your turn. You can move your soldiers independently or in groups, but keep track of each member's Action Points. Action Points are expended whenever a soldier moves or fires their weapon. You can fire a weapon at enemy soldiers, enemy vehicles, or any wall or object in your way on these destructible maps. You can also improve your accuracy at the cost of additional Action Points once a target is selected. Be sure to switch between each of your squad members to look for useful Action Points before ending you turn from the in-game menu and handing control over to enemy forces.

Whenever you move the Command Cursor around the screen, the movement path for the currently selected unit is shown. When this line is green, it means you can move the squad member to that location and still have enough AP left to fire the currently selected weapon. If the movement path line turns red it means that the squad member can move to that position, but it won't have enough AP to fire the currently selected weapon. When the line turns gray, it means the selected unit does not have enough AP to move that distance.



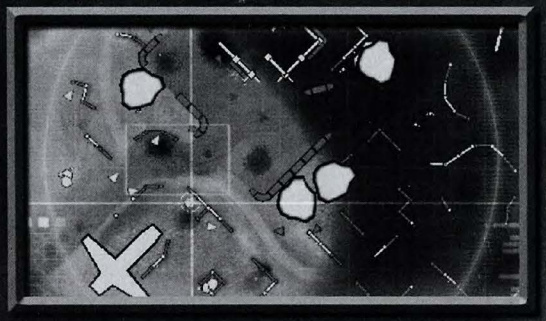
Action Points & Weapons

AP is also used when you fire a weapon. Each weapon has a minimum AP requirement to fire it (for example, the Bolter costs a minimum of 4AP to use). When you have targeted an enemy unit or any other object, if you have lots of AP left you can increase the amount of AP assigned for the attack. Increasing the amount of AP used will increase the accuracy of a shot (shown by the line of sight indicator gradually turning from red to green).

Note: even when the line of site indicator is fully green, there is still a chance that a weapon shot can miss the target.

Overwatch Defense

It's always good to leave a shot's worth of AP left over before you end your turn so that you can enable Overwatch. Overwatch is a defensive setting which allows your squad to fire on any enemy units that happen to walk through their Overwatch field of vision. The direction in which your squad members' Overwatch is active is shown by the green cone on the ground in front of them. You can change the direction of this cone at any time during your turn by switching to Attack Mode and moving the Attack Cursor on the screen. The selected squad member will turn and face in the direction you moved the cursor. Toggle Attack Mode off and the new Overwatch direction will be set. Note that Overwatch does not work for any melee (close combat) weapons, such as the Chainsword.



Tactical Map

The tactical map lets you see at a glance where your squad members are, as well as any enemy forces that might be in the vicinity. Your squad is always shown as green icons, enemies as red. You can only see enemies within a certain radius of your surviving soldiers so keep you squad spread around the map and alive for maximum enemy visibility.

Other enemies are almost certainly hidden under the fog of war (the darker areas of the map) and can sometimes be "heard" if they are close by. If your squad members can hear an enemy unit moving, this will show up on the tactical map as a moving red dot. Try to remember where you heard an enemy coming from so that you can be ready to attack or defend against them. The direction of enemy units within view of your squad members is also indicated in Battle View by red marks on the edge of the screen.

MULTIPLAYER

There are three different Multiplayer options in the game: Global Multiplayer, Local Multiplayer and Game Sharing. Global Multiplayer and Local Multiplayer support from 2 to 8 players, with Game Sharing offering a limited 1 versus 1 game. The win conditions in all Multiplayer modes are the same: kill all enemy units, or capture all Headquarters and hold them for one full turn. To capture a Headquarters, at least one of your units must be standing on the Headquarters zone without any enemies doing the same.

Players can join together in one of nine multiplayer maps for cooperative play or head-to-head competition. The map sizes vary to cater to the number of players in each game. Pick from three Space Marine chapters or three Chaos Space Marine Legions to play as in Multiplayer games, in battles between Imperium vs. Imperium, Chaos vs. Chaos, or Imperium vs. Chaos.

All the game mechanics from the Single Player game are present in Multiplayer game modes, but with some additions. To keep the action fast, teams are given a limited amount of time to take their turn, so you have to think on your feet and move or shoot quickly before the next team's turn.

Reinforcements

Multiplayer games also feature reinforcements. Reinforcements arrive every 4th turn of the first 16 turns, replacing any units that have been lost in battle. A number over the squad portrait of the dead unit indicates how many turns until that unit will be replaced. You can change the weapon and ammo selection for upcoming reinforcements at any time before they arrive. Just open the in-game menu and select Reinforcements. You are not able to change the type of units already assigned to your squad; for example, if you lose a Space Marine, it will only be replaced with a Space Marine. In order to gain reinforcements, your team must be controlling Headquarters. Your squad will receive one reinforcement for each Headquarters held. If your team has no Headquarters, no reinforcements will be sent.

Communication

If you are in a team with other players, each of you has control of your own squad of six units. So for example, a 2 versus 2 player game would feature two squads on each side. You will always be able to identify your teammates' squads from your own in-game by the green circles around your units in Battle View and the blue friendly unit icons in the Tactical Map. You can also communicate with other players on your team by selecting Communication from the in-game menu and selecting one of the tactical communication icons. Icons can be placed on the tactical map and will be visible to the rest of your team. Tactical icons can be used to quickly inform players of things like enemy presence, places to defend, and so on.

GLOBAL MULTIPLAYER

In Global Multiplayer you can choose to play against Friends from your Friends List or in Ranked Matches for points.

Ranked Matches

To play a Ranked Match, select Play Ranked Match from the Multiplayer Main Menu, choose your preferred game settings and press the ⊗ button. The game will automatically start to search for other players for you to play against. To make Ranked battles as fair as possible, the game will always try to match you up with players of similar skill and experience. Skill and experience points are won and lost depending on how well you perform in ranked games. As you gain more experience points, you will rise in military rank. Everyone starts out with the rank of Neophyte, with no experience points. Through continued play you can work through eleven more military ranks towards the highest possible game rank of Chapter Master. However, this rank will take many hours of practice, gameplay and victories to achieve.

Friends

The Friends option lets you add or remove Friends from your Friends List, see what the current status of your Friends are, send messages to Friends, or create a Friends game. You can have a maximum of 15 Friends in your Friends List at any time. If you choose to create a Friends game, other Friends in your Friends List will be able to join your game by selecting your Squad Command nickname from their Friends List and requesting to join the game you are hosting. Whoever hosts the game is in control of who plays on which team, what Chapter or Legion each team will play as, and when the game starts. Players can be swapped between teams by the host at this screen as well. Once the teams are in place the host must select the Start option to begin the match.

LOCAL MULTIPLAYER

Local Multiplayer games require one player to act as the host. Once the host has selected the map size and environment type, other players will be able to look for the host's game and join it. As with Friends games in Global Multiplayer, the host is in control of assigning players to teams, selecting Chapters or Legions, and starting the match.

Game Sharing

This limited multiplayer mode enables two players to compete on a small multiplayer map using just one *WARHAMMER 40,000: Squad Command* game. The player with the game determines the Chapter or Legion for each player, and starts the match.

SMACKDOWN VS RAW 2008

FEATURING ECW

HOW WILL YOU PLAY?

The only video game that lets players develop the WWE Superstars of today into the Legends of tomorrow.

The #1 wrestling franchise in the world delivers more depth and strategy with prominent new features, key annual enhancements and incredible graphics. It's time to live the life of a Superstar.

WWE 24/7 mode - Become a Legend!

8 unique Superstar Fighting Styles

Featuring ECW

All New Struggle Submission system

Superstar Fighting Styles: With eight Superstar Fighting Styles to choose from, playing *WWE SmackDown vs. Raw 2008* will never be the same.

Struggle Submission System: The new Struggle Submission System gives players intuitive and natural control over their WWE Superstars using the analog sticks

ECW Presence: The life of a WWE Superstar isn't always pretty. ECW invades *WWE SmackDown vs. Raw 2008* with a variety of Superstars, arenas and weapons.

TEEN

T™

Alcohol Reference
Blood
Mild Language
Suggestive Themes
Violence

ESRB CONTENT RATING www.esrb.org

PlayStation

Future Media Concepts Yuke's

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THQ

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Available on PLAYSTATION®3 and PlayStation®2 computer entertainment systems and PSP® (PlayStation®Portable) system.

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NOTES

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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WARHAMMER 40,000

DAMNATION CRUSADE

In the Nightmare Future of the 41st Millennium, there is only war...

Three great defenders of the Imperium of Man – the Black Templars Raclaw, Gerhart and Tankred – line up in conflicts that will break the stars apart. Only battle will decide who is the greatest hero.

Savage *Warhammer 40,000* action from the team of Dan Abnett and Ian Edginton. Together with rising art superstars Greg Boychuk and Lui Antonio, they deliver a searing epic of future war that will leave you gasping for more!

Collecting all six issues from the hit series WARHAMMER 40,000: DAMNATION CRUSADE, this 136 page $14.99 graphic novel can be found in bookstores near you or at www.boom-studios.com.

BOOM! STUDIOS

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111013

"And They Shall Know No Fear..."

15 SINGLE PLAYER & 9 MULTIPLAYER MISSIONS

Join the elite Ultramarines Chapter, Space Marines of the Adeptus Astartes, and fearless champions of Humanity as they engage in ferocious tactical combat against the encroaching evil of the daemonic influenced Word Bearers Legion of Chaos through 15 cinematically-tied missions! With a robust multi-player mode featuring 9 unique missions, team up and go head-to-head with other players around the world as either the legendary Space Marines or the chaotic Traitor Legions.

REAL TIME DESTRUCTUBLE 3D BATTLEFIELDS

OVER 20 RANGED & CLOSE COMBAT WEAPONS

UMD

1 Player | Memory Stick Duo™ 320 KB | GameSharing

Wi-Fi Compatible (Ad Hoc)(2–8 Players) | Wi-Fi Compatible (Infrastructure)(2–8 Players)

Internet connection may be required for certain Wi-Fi functionality. Player responsible for Wi-Fi fees.

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